

FIG. 3

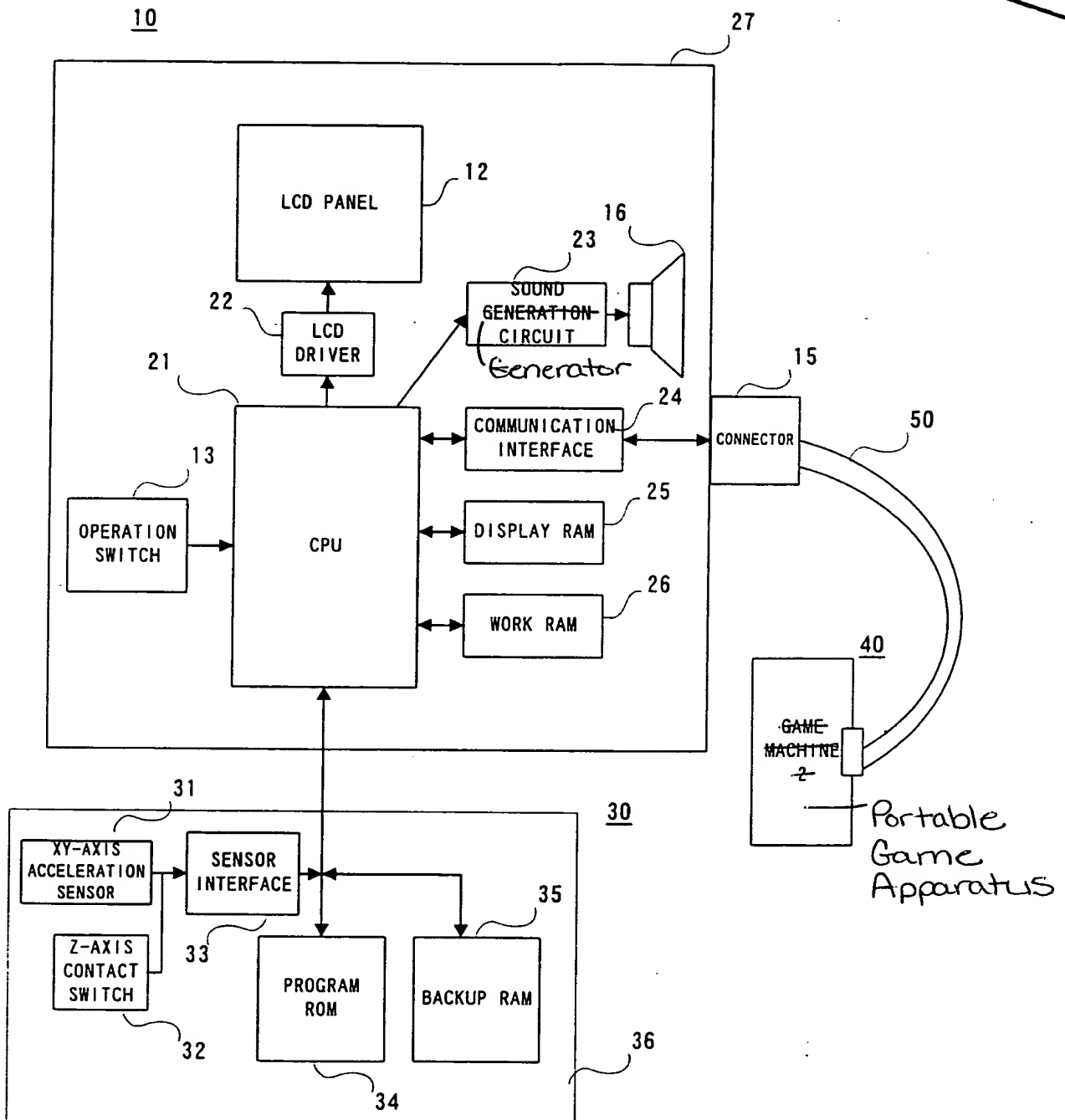


FIG. 4

PROPOSED DRAWING AMENDMENTS  
FOR SN 09/677,577

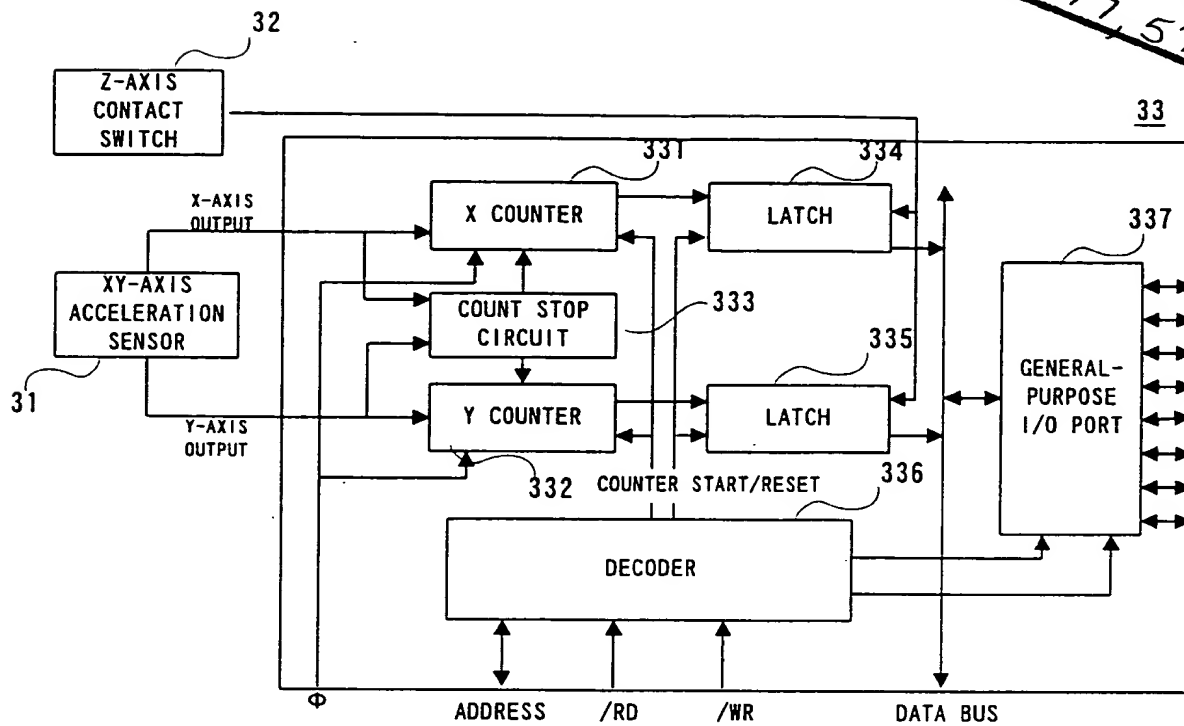


FIG. 5

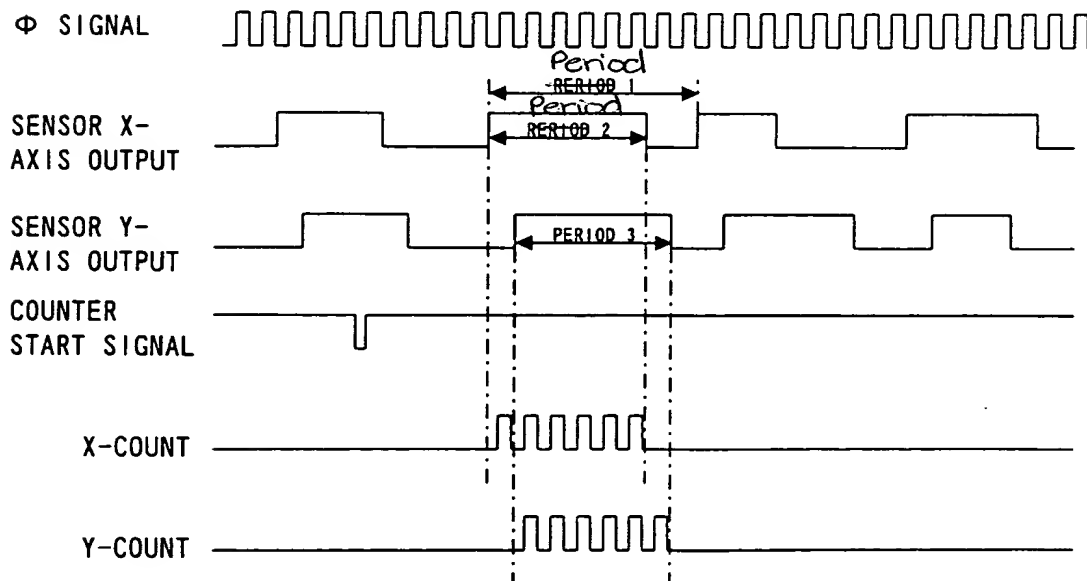


FIG. 16

PROPOSED DRAWING AMENDMENTS  
FOR SN 09/677,577

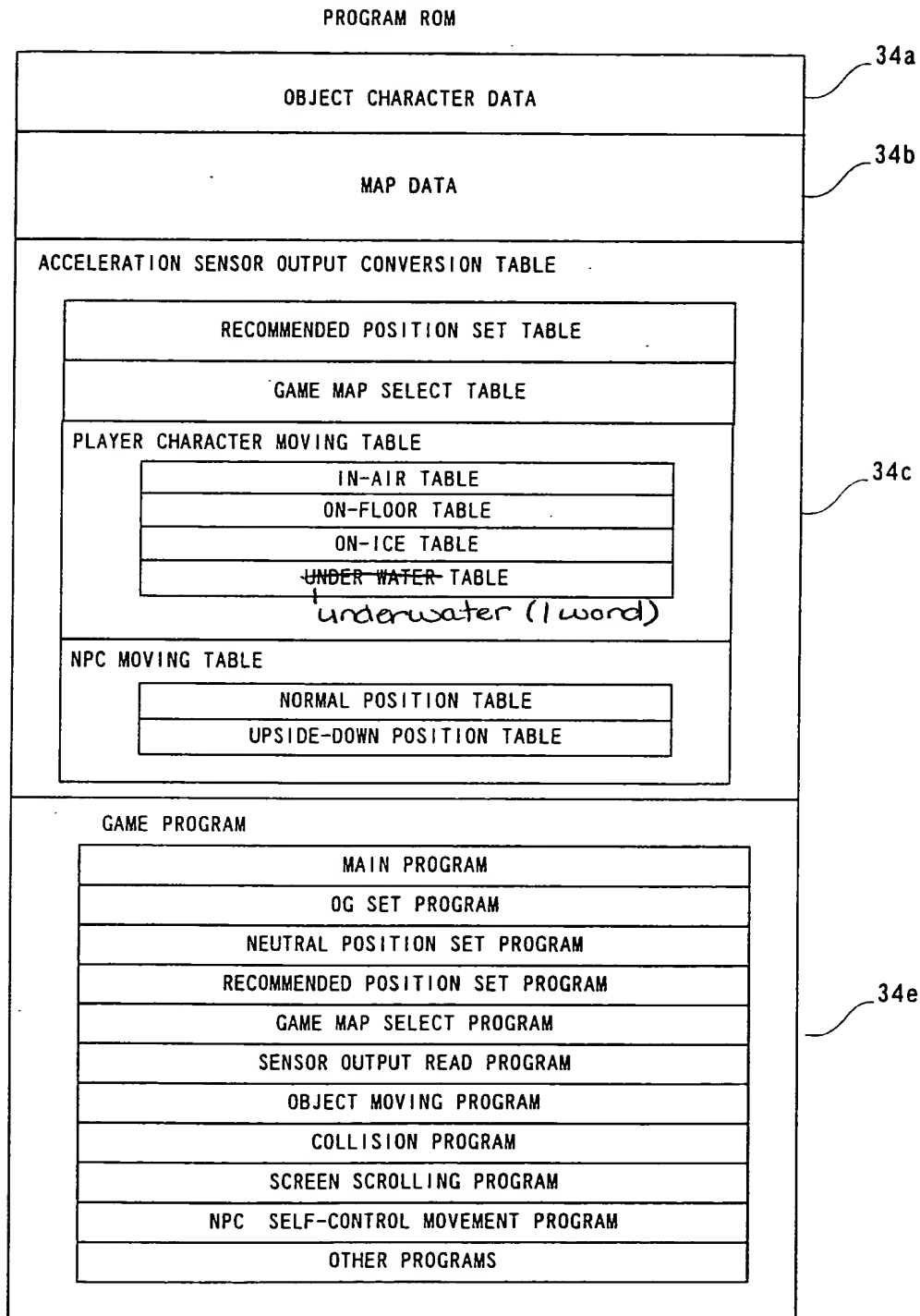


FIG. 20

GAME MAP SELECT PROCESSING TABLE

	UTILIZATION METHOD	CORRECTION RATIO	PARTICULAR CORRECTION CONDITION 1	PARTICULAR CORRECTION NUMBER 1	PARTICULAR CORRECTION CONDITION 2	PARTICULAR CORRECTION NUMBER 2
SENSOR OUTPUT VALUE X (INx)	CHANGE AMOUNT OF CAMERA X COORDINATE (Cx)	$\times 2$	—	—	—	—
SENSOR OUTPUT VALUE Y (INy)	CHANGE AMOUNT OF CAMERA Y COORDINATE (Cy)	$\times 2$	—	—	—	—
Z-AXIS CONTACT SW OUTPUT VALUE (INz)	MAP DECISION	—	—	—	—	—
IMPACT INPUT FLAG (FS)	—	—	—	—	—	—

Impact

FIG. 21

PLAYER CHARACTER MOVING TABLE (IN-AIR)

	UTILIZATION METHOD	CORRECTION RATIO	PARTICULAR CORRECTION CONDITION 1	PARTICULAR CORRECTION NUMBER 1	PARTICULAR CORRECTION CONDITION 2	PARTICULAR CORRECTION NUMBER 2
SENSOR OUTPUT VALUE X (INx)	—	—	—	—	—	—
SENSOR OUTPUT VALUE Y (INy)	—	—	—	—	—	—
Z-AXIS CONTACT SW OUTPUT VALUE (INz)	CHANGE AMOUNT OF Z MOVING ACCELERATION (daz)	$\times 1$	—	—	—	—
IMPACT INPUT FLAG (FS)	—	—	—	—	—	—

Impact

FIG. 22

PLAYER CHARACTER MOVING TABLE (ON-FLOOR)

	UTILIZATION METHOD	CORRECTION RATIO	Particular PARTICULAR CORRECTION CONDITION 1	Particular PARTICULAR CORRECTION NUMBER 1	Particular PARTICULAR CORRECTION CONDITION 2	Particular PARTICULAR CORRECTION NUMBER 2
SENSOR OUTOUT VALUE X(INx)	CHANGE AMOUNT OF X MOVING ACCELERATION (dAx)	$\times 2$	$1nx > 20$	40	—	—
SENSOR OUTPUT VALUE Y(INy)	CHANGE AMOUNT OF Y MOVING ACCELERATION (dAy)	$\times 2$	$1ny > 20$	40	—	—
Z-AXIS CONTACT SW OUTPUT VALUE (INz)	CHANGE AMOUNT OF Z MOVING ACCELERATION (dAz)	$\times 1$	—	—	—	—
IMPACT INPUT FLAG (FS) (Impact)	CHANGE AMOUNT OF XY MOVING ACCELERATION (dAx, dAy)	$\times 3$	—	—	—	—

FIG. 23

PLAYER CHARACTER MOVING TABLE (ON-ICE)

	UTILIZATION METHOD	CORRECTION RATIO	Particular PARTICULAR CORRECTION CONDITION 1	Particular PARTICULAR CORRECTION NUMBER 1	Particular PARTICULAR CORRECTION CONDITION 2	Particular PARTICULAR CORRECTION NUMBER 2
SENSOR OUTOUT VALUE X(INx)	CHANGE AMOUNT OF X MOVING ACCELERATION (dAx)	$\times 3$	$1nx > 20$	60	—	—
SENSOR OUTPUT VALUE Y(INy)	CHANGE AMOUNT OF Y MOVING ACCELERATION (dAy)	$\times 3$	$1ny > 20$	60	—	—
Z-AXIS CONTACT SW OUTPUT VALUE (INz)	CHANGE AMOUNT OF Z MOVING ACCELERATION (dAz)	$\times 1$	—	—	—	—
IMPACT INPUT FLAG (FS) (Impact)	CHANGE AMOUNT OF Z MOVING ACCELERATION (dAz)	$\times 5$	—	—	—	—

PROPOSED DRAWING AMENDMENTS  
FOR SN 09/677,577

FIG. 24

Underwater  
PLAYER CHARACTER MOVING TABLE (UNDER WATER)

	UTILIZATION METHOD	CORRECTION RATIO	PATICULAR CORRECTION CONDITION 1	PATICULAR CORRECTION NUMBER 1	PATICULAR CORRECTION CONDITION 2	PATICULAR CORRECTION NUMBER 2
SENSOR OUTOUT VALUE X(INx)	CHANGE AMOUNT OF X MOVING ACCELERATION (dAx)	$\times 1 / 2$	$1nx > 20$	60	—	—
SENSOR OUTPUT VALUE Y(INy)	CHANGE AMOUNT OF Y MOVING ACCELERATION (dAy)	$\times 1 / 2$	$1ny > 20$	60	—	—
Z-AXIS CONTACT SW OUTPUT VALUE (INz)	CHANGE AMOUNT OF Z MOVING ACCELERATION (dAz)	$\times 1$	—	—	—	—
IMPACT INPUT FLAG (FS)	—	—	—	—	—	—

Impact

FIG. 25

NPC MOVING TABLE (FOR TORTOISE NORMAL POSITION)

	UTILIZATION METHOD	CORRECTION RATIO	PATICULAR CORRECTION CONDITION 1	PATICULAR CORRECTION NUMBER 1	PATICULAR CORRECTION CONDITION 2	PATICULAR CORRECTION NUMBER 2
SENSOR OUTOUT VALUE X(INx)	CHANGE AMOUNT OF X MOVING ACCELERATION (dAx)	$\times 1 / 2$	$1nx < 10$	0	$1nx > 20$	10
SENSOR OUTPUT VALUE Y(INy)	CHANGE AMOUNT OF Y MOVING ACCELERATION (dAy)	$\times 1 / 2$	$1ny < 10$	0	$1ny > 20$	10
Z-AXIS CONTACT SW OUTPUT VALUE (INz)	POSITION INVERSION	—	—	—	—	—
IMPACT INPUT FLAG (FS)	—	—	—	—	—	—

Impact

PROPOSED DRAWING AMENDMENTS  
FOR SN 09/677,577

FIG. 26

NPC MOVING TABLE (FOR TORTOISE UPSIDE-DOWN POSITION)

	UTILIZATION METHOD	CORRECTION RATIO	PARTICULAR CORRECTION CONDITION 1	PARTICULAR CORRECTION NUMBER 1	PARTICULAR CORRECTION CONDITION 2	PARTICULAR CORRECTION NUMBER 2
SENSOR OUTOUT VALUE X (INx)	CHANGE AMOUNT OF X MOVING ACCELERATION (dAx)	$\times 2$	$ n_x  > 20$	40	—	
SENSOR OUTPUT VALUE Y (INy)	CHANGE AMOUNT OF Y MOVING ACCELERATION (dAy)	$\times 1$	$ n_y  > 20$	40	—	—
Z-AXIS CONTACT SW OUTPUT VALUE (INz)	POSITION INVERSION	—	—	—	—	—
IMPACT INPUT FLAG (FS)	—	—	—	—	—	—

Impact

FIG. 27

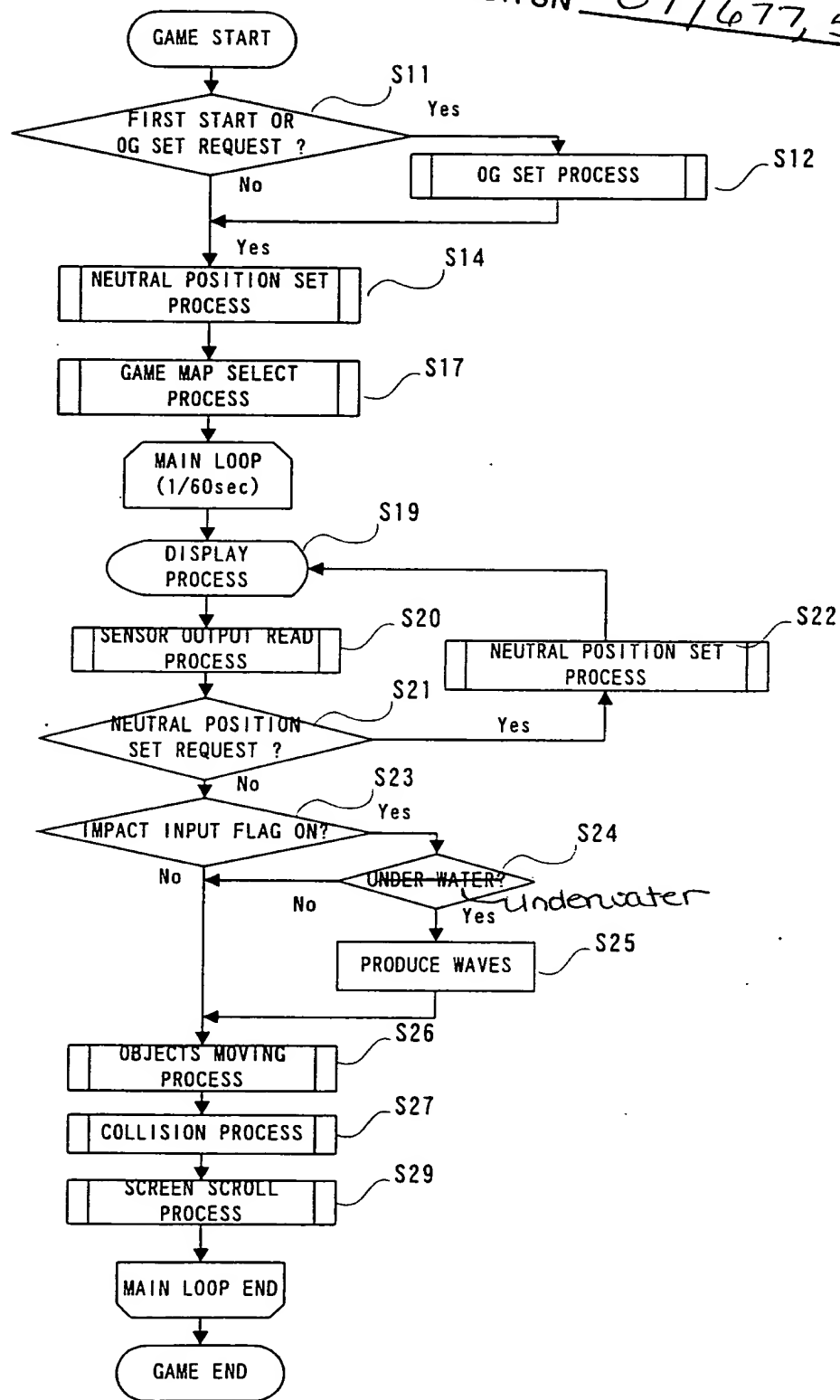




FIG. 29

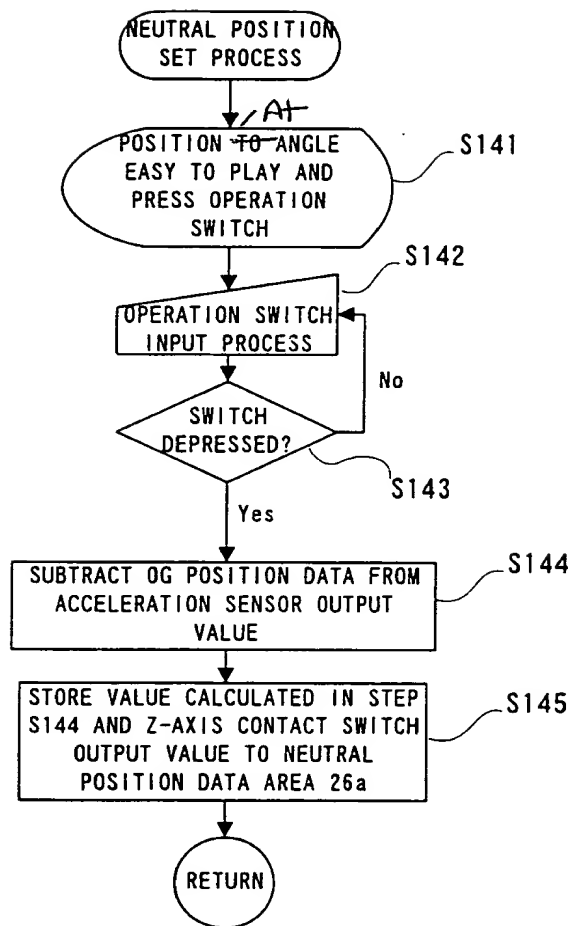


FIG. 31

PROPOSED DRAWING AMENDMENTS  
FOR SN 09/677,577

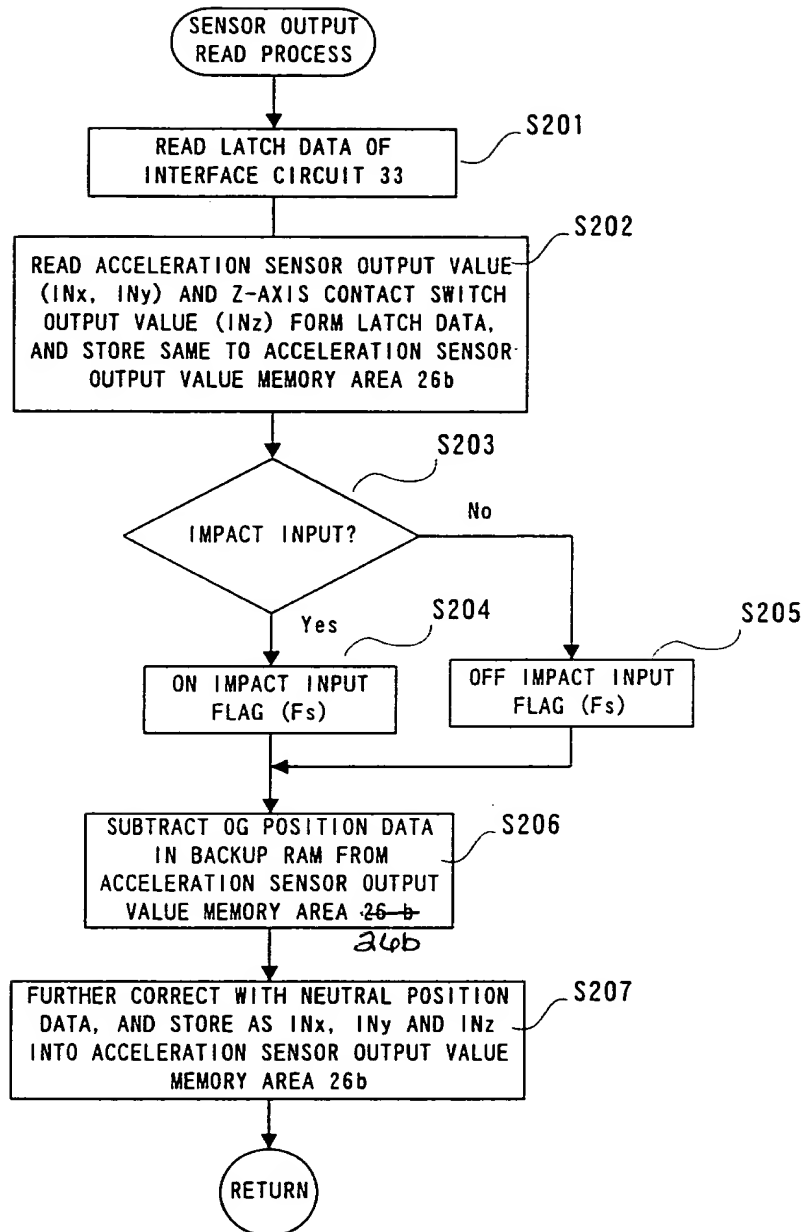


FIG. 62

PROPOSED DRAWING AMENDMENTS  
FOR SN 09/677,577

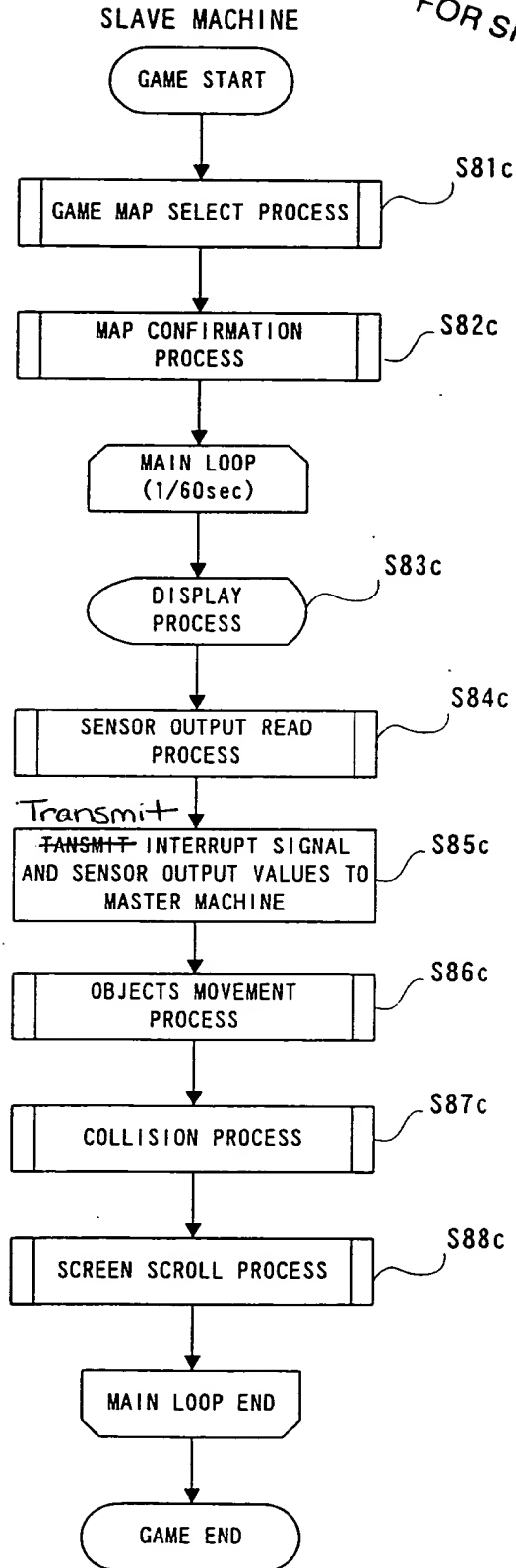


FIG. 63

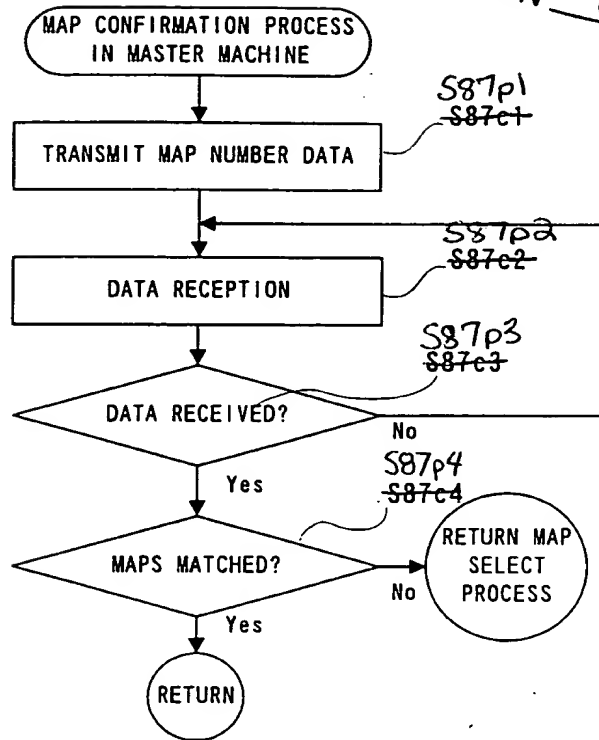


FIG. 64

